

ANTHROCON 2023 CONVENTION GUIDE

Welcome to Anthrocon 2023! This Guide contains the following information which will be useful to you during the convention:

- Anthrocon Standards of Conduct
- Stories & Artwork
- Staff List
- Dealers' Room Layout and Index
- Westin & DLCC Floor Plans
- Charity Information
- Art Show Hours & Bidding Rules

Artist/Author Credits, in order of appearance:

- FeloniusFloof
- Fere
- Carbon & Rocket
- Harvest
- Overcasts
- GIFurry2015
- CheesyGabite
- SketchyMouse
- GoldenDruid
- Aelius
- Arven



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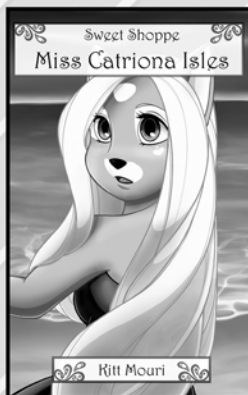


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+18



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STANDARDS OF CONDUCT

The following general rule supersedes all others listed below and may be invoked at any time:

Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venues, or the public is strictly forbidden and may result in permanent suspension of membership.

Introduction

This is the Standards of Conduct for Anthrocon, Inc. and all events sponsored by Anthrocon, Inc; these entities are referred to as 'Anthrocon' henceforth.

The primary purpose of Anthrocon is for our attendees to have fun. To ensure that the greatest number of people do so, we have established these Standards of Conduct. These rules are to ensure that the behavior of any one small group does not disturb the membership as a whole, and does not detract from the comfortable atmosphere of the convention. Anthrocon welcomes all parties with an interest in anthropomorphic animals; however, the convention's management reserves the right to deny or revoke the membership of any individual at any time for any reason.

Anthrocon also reserves the right to amend these rules at any time without prior or posted notice and reserves the sole right of interpretation. Anthrocon has additional rules beyond those listed in the Standards of Conduct, including a Health Policy and a Refund Policy. These rules must also be followed by attendees. In any dispute, the general rule above will apply. If you have any questions, please contact our staff for assistance.

Anyone who accepts a membership agrees to indemnify and hold harmless Anthrocon from any claim for personal injuries or other damages or equity arising out of any individual's activities at Anthrocon, even if such injury or damage is caused by negligence by or on the part of Anthrocon.

As a condition of membership, all Anthrocon attendees are required to abide by these standards of conduct for the entire duration of their stay, even prior to Opening Ceremonies or after Closing Ceremonies.

General Rating of the Convention

All convention space is considered to be "PG" at all times, with the exception of events or exhibits that are specifically noted to be inappropriate for minors and with access only for adults.

Public displays of affection should be kept to those appropriate for polite company. Please express your devotion to your significant other either in appropriate ways, or in private.

Clothing Guidelines

Any Personal Protective Equipment (PPE), such as masks, required by venues or other Anthrocon policies must be worn.

Shirts, pants/shorts/skirts, and footwear must be worn when in areas of hotels or the convention center that are accessible to non-attendees, such as lobbies, restaurants, and concourses, except for hotel swimming pools. Full-body fursuits qualify as shirts, pants, and footwear provided that the costume is not unacceptably suggestive. Fursuiters must respect the policies of hotels and other venues regarding areas where costumes are not allowed, which may include

restaurants and hotel swimming pools.

When in public areas, attendees may not wear clothing or accessories which are overly revealing, inappropriate to the atmosphere of the convention, or likely to draw reasonable complaint or offense. This includes clothing or accessories that are fetish-related or restrict mobility, such as a leash attached to an otherwise acceptable collar.

Police uniforms or outfits which may be easily mistaken for such are only to be worn by law enforcement in service.

Some normally inappropriate clothing or accessories may be included as part of a costume if Anthrocon's Safety team grants specific approval.

Public Decorum

No items of any kind may be thrown, flown, or dropped from hotel or Convention Center balconies or patios.

No water pistols, silly string, or any thrown, flown, or projectile item may be used in any area of hotels or the Convention Center.

Lighter-than-air balloons may not be brought into the Convention Center.

For safety, only handheld glowsticks are permitted in the dances. Glowsticks on strings or on polearms must be cleared with Safety staff before being used. The decision of the Safety staff on any particular item will be final.

Please do not sleep in convention space or hotel lobbies; return to your hotel room or home.

Anthrocon attendees must abide by instructions given by Anthrocon Safety staff. Failure to do so will result in loss of membership privileges. Any disputes or concerns may be addressed onsite at Convention Operations.

Anthrocon convention space is open only to members, and all attendees should wear their membership badges at all times. A badge is valid only for the person to whom it was issued; badges may

not be shared under any circumstances.

Knowingly transporting, hosting, or otherwise enabling an individual that is unwelcome at Anthrocon to attend or enter convention space will result in permanent revocation of Anthrocon membership privileges.

Harassment

Harassment of any kind will not be tolerated at the convention. ***If you have been the target of harassment, we urge you to report the incident immediately to a member of Safety or to Convention Operations.*** The sooner an issue is reported to us, the more appropriately we can address it.

Harassment includes, but is not limited to:

(a) *Physical assault, battery, stalking, or unwelcome physical attentions.*

(b) *Conduct, dress, or speech that targets, threatens, intimidates, or is otherwise intended to cause distress to other attendees, or members of protected classes (such as those based on race, age, religion, national origin, disability, gender, or sexual identity).*

If people tell you "no" or ask you to leave them alone, your business with them is done. If you continue to attempt contact with them, you may be removed from the premises and have membership privileges permanently revoked. **Remember: "A costume does not imply consent."**

Attendance by Minors

Anyone who is under the age of 18 years at any time during the convention must present a signed and notarized parental permission form unless accompanied by a parent or able to produce evidence of legal emancipation. There are no exceptions.

Minors are not permitted under any circumstances to enter areas designated for mature audiences.

Anyone providing false documentation of identity or age will be denied membership and reported to the police.

Service Animal Policy

Pets are not permitted in convention space. Service dogs (as defined by the Americans with Disabilities Act or ADA, Title II) are permitted in convention space provided that they are under appropriate control. Emotional Support Animals and Therapy Animals are NOT considered service dogs by the ADA, and are not permitted in convention space.

Hotel Party Policy

Gatherings in hotel rooms must not make noise that can be heard in neighboring rooms during nighttime hours. Hotel doors must be kept shut during such gatherings and guests are not permitted to congregate in the hotel corridors.

Loud parties will be given a single warning to remain quiet. No second warnings will be given before action is taken by the hotel to remove the offending individuals.

Hotel guests who host any gathering are responsible for cleaning up afterward. Please plan to bag excessive amounts of trash so that housekeeping is not overburdened.

Other Hotel Matters

Any act of vandalism, deliberate or excessive damage to hotel property, or interference with any hotel or Convention Center workers in the performance of their duties will result in permanent revocation of Anthrocon membership, criminal prosecution, fines, or any combination thereof.

Please do not affix anything to the walls or doors in any hotel or Convention Center, to the elevators, to

Anthrocon signage, or to hotel room doors.

The person in whose name a room is rented is solely responsible for the conduct of all individuals in the room as well as for the condition of the room. Excessive trash, soiling or other damage to hotel property, or any circumstance that may present a hazard to hotel housekeeping staff may result in permanent loss of Anthrocon membership privileges.

Hotel Housekeeping staff are required by corporate policy to inspect every room once per day, even if the room is not to be serviced. In some of our partner hotels, Housekeepers will delay their rounds for our benefit, and will initially bypass rooms with "do not disturb" signs on the doors. At the end of their rounds they must return to those rooms and will knock on the door. Attendees must allow housekeeping staff access to the room to inspect it at that time, even if the "do not disturb" sign is displayed.

Overly large requests for room amenities such as towels and pillows will not be honored. Kindly bring such extra items from home if you anticipate the need.

Sales of Goods and Services

The offering for sale of any goods or services at the convention may only occur in appropriate and authorized areas of convention space, only at authorized times, and only by registered, authorized vendors of the area in question. In all cases sales will be governed by the applicable rules of each area, such as the Dealer Rules & Information Packet for the Dealers Room. *Unauthorized sales of any goods or services may result in revocation of membership.*

Smoking, Alcohol, and Substance Abuse

Smoking is not permitted in any area inside the Westin or the Convention Center. This includes electronic cigarettes, at the request of venue management. Smokers are asked to use designated smoking areas, to properly dispose of cigarette butts, and to comply with any other venue rules.

Anthrocon asks that any bottled alcoholic beverages be brought promptly to hotel rooms for storage or responsible consumption. No alcoholic beverages may be brought into nor consumed in convention space, except during designated programming events. Anyone knowingly or unknowingly providing alcohol to anyone under the age of 21 may be removed from the convention and be turned over to the authorities. It is the sole responsibility of persons serving alcohol in room parties to ensure that every person in attendance is over the age of 21, even if that person is not drinking alcohol. The Pennsylvania Liquor Control Board is extremely serious about this law and we ask our members to respect it.

The sale, distribution, or use of any illegal or controlled substances is not welcome at Anthrocon. Any individual found to be distributing such substances will be removed and reported directly to the authorities. For safety, any obviously intoxicated or impaired attendees will be asked to return to their room or seek medical attention until the effects have passed.

Weapons Policy

No actual weapons or any item that can be easily mistaken for one may be carried either openly or concealed at any time in convention space, regardless of any government permits which you may possess. Exceptions may be made only for duly appointed law enforcement

officers by prior arrangement with the Safety Department. Personal pocket knives with single-edged blades less than 4 inches long are permitted.

Realistic weapon replicas are permitted as part of a costume only during costume events such as the Fursuit Parade and must be appropriately peace-bonded; ask the Safety Department for instruction on how to do so. They must be cased or otherwise secured when being carried outside of costume.

Media Relations and Use of Anthrocon Images or Footage

All journalists, media photographers, and any other members of the press are required to display an official Anthrocon Press Badge or be accompanied by a senior Anthrocon staff member at all times while in convention space. Members of the press who have not been issued a Press Badge may not conduct interviews or take photographs, audio or video footage without an escort.

If members of the media are present, attendees must act responsibly. Media representatives who do not have Press Badges and are not escorted by an Anthrocon staff member should be reported to Anthrocon Safety staff or to Convention Operations immediately. Do not speak to any unbadged and unescorted members of the press!

Anthrocon members should be aware that audio and/or video recordings are frequently made in convention space and that their likenesses may appear in those recordings. Individual members agree to assign without compensation the use of their likeness(es) at Anthrocon for the use of promotional material such as highlight videos.

The name "Anthrocon" and the Anthrocon logo are registered service marks of Anthrocon, and must not be used in any

fashion that disparages or dilutes that mark. Members agree to remove from circulation or publication any image or recording that in the sole opinion of Anthrocon, Inc. misrepresents or defames its service mark.

Payments and Money Matters

Anthrocon accepts most major credit and debit cards. Chargebacks (denying a charge) that are made for the sole purpose of avoiding payment, that are made without sufficient cause, or that are made without first attempting to resolve the dispute with Anthrocon may result in permanent revocation of membership privileges and possible legal action.

Checks that are presented against insufficient funds will be charged a fee of \$30 per check.

Members who have an outstanding balance due to Anthrocon must settle that balance before being permitted to attend the convention.

Please note that Anthrocon is a 501(c)7 nonprofit organization. As such, donations to the organization are not deductible from individual U.S. Federal income taxes.

Anthrocon cannot involve itself in financial disputes between individual members, and cannot divulge information about an individual member to any party other than to banking officials or legal authorities.

Miscellaneous Notes

The standards of conduct for Anthrocon will be enforced by Anthrocon Safety Staff. Please remember that your membership badge is the property of Anthrocon, and must be presented and/or surrendered to any Staff member requesting it. If you have any problem with any action taken by a Staff member you may take the matter up with the Safety Head or with Anthrocon's Chairman.

Please be reminded that these rules involve "worst-case" scenarios and are put into place to ensure the safety and comfort of our members. They are also not all-inclusive; in all cases, the singular rule that supersedes all others is, *"Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venue, or the public is strictly forbidden and may result in revocation of membership privileges."*

We anticipate no difficulties, as our members as a whole are rational and responsible people. Anthrocon is prepared to handle difficulties as efficiently as possible should they occur. We thank our members for their past cooperation and for their continued assistance in making this a safe and enjoyable experience for everyone. Please remember to be courteous of those around you, and have fun!



"Uh-uh, nope... I'm uh... I'm fine right here."

"Heh, you're not gonna catch any of the city!"

Yslim had her blunt snout pressed to the glass lift wall as it zoomed them both to the very top floor, the impression of her nostrils struck in the condensation. The female bat was used to flying anywhere she wanted, but was keen on seeing what it was like to not have wings this time.

Her huge, rippled ears turned as she expected Cadoc to retort, to counter her enthusiasm with his comedic brand of nerves. Alas, nothing! Nothing more than a shiver of cold, dry male musk that shook from a quivering tail.

Cadoc Flewwog was that poor guy, practically clinging to the opposite wall and his muzzle drawn northward to that scintillating lift ceiling whilst his date, Yslim Meredith, had attention only for the vast speed and height. Cad' was a professional Vulpine digger and Earth designer who was, in contrast, one hundred percent not at all used to or keen on heights!

"I always knew boys were kinda' wussy!" She nudged him as they finally arrived at the top floor and the doors shunk'd open, the bat leading the way into what was a very sleek, posh atmosphere.

Cadoc padded out quickly behind her, eyes keen on the floor or the wall or... well, anything other than the glass front of that box he'd just traveled in or any window that looked out over that... oh paws alive, it felt like being a thousand miles in the air!

The restaurant they'd chosen for their date was 'B@ on the 28th', another of top-rated chef Lucas Jubatus's highly recommended eateries, serving a variety of dishes to satiate all tails and pelts.

"They weren't kiddin' huh?!" The fox shook his head as he caught up with his girlfriend to hold her paw, gazing with an

exhausted humour at the smart cut-metal restaurant sign.

"Top o' the world!" She replied, nuzzling him gently.

They padded in together, taking a couple of seats at the rather quiet bar, simmering sounds of jazz music ringing in their ears.

"You know what we used to do to you?" Yslim grinned and nudged him again.

"Huh? You mean other than knock me off my footpaws?"

"Sweet talker!"

She'd tease him about what used to happen, but it was simply out of respect and a deep love for a fox who had sacrificed much to be with her. The medieval wars between the factions of the vulpine, lupine, and chiropteran populations were gory at best. Being lifted from the battlefield and dropped onto pikes and swords from feet in the air was not the most appetizing image anyone wanted to dream up mid-chew.

"Now we can see for miles." The bat panned a clawed paw out to her right where the best view could be had, the city spread below like a twinkling, ember-dotted blanket.

The male fox at her side was still settling and concentrating on the menu. He'd had a traumatic past that had caused this aversion to being up so high, attacked by a teenage bat when he was around ten-years old. The guy'd dunked him in a river next to the school, almost drowning the poor cub; but here he was dating a female bat.

It was strange how things changed. He'd met her parents; she had met his. They'd spent the last day or two underground in Cadoc's cubhood earth, warm and cozy beneath a city that rumbled above.

In fact, it was the same building.

Sure, it towered above the hustle and bustle, but what you couldn't see was that it went just as deep into the ground. A cylindrical, hollow tower with a huge inner

AAA Anthropomorphic Animal Appreciation

July 2023

Furries? At My University?

It's more likely than you think!

The true story behind the first university furry clubs

Oh, Deer!

The scientifically proven way to put on clothes without your antlers getting in the way

This Summer: 23 Things to Do in Anthropolis

From professional fur dying to collar shopping by the river

I'm Not a Furry, But...

Andrew McCutchen signs with the Anthropolis Bucks

That Time of the Month

7 tips for living with a werewolf partner

Food for Thought

11 recipes for the herbivore diet



Error :(

What to do when your protogen friend blue screens

The Furry City

A brief history of how the thriving fursuit industry in Anthropolis came to be

Mission: Impawssible

Top musicians reveal how to play with paws on



twitter.com/BerkeleyFurries
US \$2.99 CAN \$3.49



"To awoo, or not to awoo, that is the question."

Lawmakers debate on the controversial fine

The 14 Best Positions to Cuddle In

Industry expert Yukari Coyote spills the beans

Art: Rocket (@rocketpopwiff)
Design: Carbon (@Carbon_The_Wolf)

Anthropolis Post

AMERICA'S FUZZIEST NEWSPAPER

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16 YEARS OF SERVICE

THURSDAY, JUNE 29, 2023

VOL. 1, NO. 001, 6/29/23 FINAL

We Built This City

Anthrocon Returns: Furies Gather in Pittsburgh to Celebrate, Support Charities, and Boost Local Economy

By Harvest Reeves
Anthropolis Post

ANTHROPOLIS — Pennsylvania welcomes Pittsburgh, bringing furies from around the world to our city. After a year, we open our doors back up to the community, allowing the City of Bridges to join us in our celebration of 16 years of operation in Pittsburgh. Anthrocon has wrangled over 86,000 attendees in those years, creating unforgettable moments for those 86,000.

"When I think about my first Anthrocon in 2010 to where it is today, it's both exciting and humbling to think that over 10,000 attendees from all corners of the world will be flocking



Ronnie Noodles

to Pittsburgh to celebrate our wonderful culture," Ronnie Noodles, Anthrocon's Director of Digital Services, wrote in a statement to the Anthropolis post when asked about how it feels that Anthrocon is breaking 10,000 attendee's this year. To put it in perspective, Anthrocon 2010 had 4,238 attendees, less than half of five digits of 10,000.

The city of Pittsburgh sold out of hotels in a 24-hour time frame as soon as the room block became available, a room block with an estimated 7,600 plus contracted hotel rooms, according to VisitPITTSBURGH.

ONLINE TODAY:

Get Additional Stories and Information on our Digital Version of the Anthrocon Conbook

Find Live Updates for This Year's Convention at

Anthrocon.org



Toodies The Rabbit

'WE FELT DEEPLY HONORED'

By Kurayami Naisue
Anthropolis Post

Suaz and Alyssa of The Rabbit Wranglers of Pittsburgh, Pennsylvania, expressed their deep gratitude for being selected for Anthrocon 2023's charity. Anthrocon's support will enable the Rabbit Wranglers to help even more rabbits. Over the past 16 years, Anthrocon has selected various Animal Welfare Charities and helped raise over \$450,000 for those charities. This year's choice is a dedication to the Year of the Rabbit, 2023.

"Our goal is to keep bunnies with their families so we work with owners to provide options to keep them," Rabbit Wranglers told the Anthropolis post about their organization's goal. Suaz and Alyssa's organization helps owners of rabbits with funding medical procedures and finding rabbits suitable

homes. They are incredibly boisterous about how the donation gathered from this year's Anthrocon will create a "ripple effect into the community of compassionate people."

Buckner, who was unfortunately given up by a loving family who had trouble affording medical care for him, is now in the safety and care of the Rabbit Wranglers! When taken in, it was discovered that Buckner had an undiagnosed broken jaw as his youthful bones formed, and his teeth were destined to never correctly align. They didn't realize how often dental procedures would be for Buckner, but the Wranglers continued to support him. They were told that Buckner's life might be cut short, but they plan to phase that challenge, and with the help of Anthrocon's generosity, Buckner can thrive!



atrium, above ground level was home to those who lived their lives in the sun and moon like wolves, bats, and sheep. Those below the streets and where the lifts stopped in the daylight, lived in the cool, fertile darkness with windows that... well, they didn't show you much unless they looked out on the atrium.

The building went so deep, that the sunshine was chased away by the surroundings and the prepared earth. Dotted across the city like basaltic columns, these skyscrapers were a marvel to those ordering in this smart restaurant. One could look out as others crossed the skies, whilst those below scuttered and hurried along in their busy lives. Those who could, would often land in the custom-built port that was off to the restaurant's left, shaking themselves as they retracted their wings and padded in.

Even without the height, the distance was a cure of sorts, the beauty of the city beneath and beyond, crawling traffic, flying bats and flying foxes, bringing heads up from the ground to dream and wonder. The fill-up stations halfway up the skyscrapers

were a marvel to all below and those lucky enough to be dining on high.

"I... I could actually get used to this." Cadoc murmured, paws around his wine glass as he sat staring out into the sunset.

"You're just sayin' that." Yslim replied.

"No. No, I'm not. Honest. Look at the new builds, the caverns being dug for new earths in the suburbs... I'm like that, you know."

"A window?"

"Heh. No! All that out there." And now the fox was starting to really love this, pointing as if to draw against the panes. "I started out here... got to there, you see that?"

"Mhm."

"... and now I'm there." Cadoc's paw drew back to hide behind his glass, almost ashamed at what he'd been talking about... or embarrassed... or uncomfortable. Paws only knew why! The dude was an amazing success, this despite his affliction to the heights he built and designed. Perhaps it was deliberate, a fox desperate to overcome

his creed's natural aversion.

To watch his scented drawings come to life was enough, growing toward the sun like organic spectacles that gave tails chances to be closer to those satellites and stars to which many aspired or gave worship and adoration.

"Everyone has to start somewhere." Yslim soothed, gently rubbing her boyfriend's bare forepaw.

The soft haze of a summer evening was now rising above the traffic of a Friday night, seeming almost sentient as it drifted in mixtures of smog and drizzle.

"Heh, I had a friend in school who was a sheep. He looked just like that." Cadoc giggled quietly at the wandering cloud.

"Hahaha, wow! You cutie!" Yslim hugged to his side, rubbing her muzzle against his shoulder.

"No, I'm serious!" He laughed... his mate-to-be's mirth was infectious. "He was so poofy and such a funny little dude."

There was a distinct pause before the fox snorted through a laugh, a soft nostalgia.

"We've been sat here and turning all that into, like, a huge family portrait. S'like that cloud thing."

"Cloud thing?" Yslim murmured with a frown, sipping her cocktail, and sitting forward. Her clawed paws were aimlessly drawing through the specks of water, alcohol and fruit juice that sprayed from cut citrus, melting ice cubes and spun sugars.

"You know... where you can see stuff in the clouds? I never realized how soothing it all is."

It was in that dwelling upon the vast array of life spread out beyond these floor-to-ceiling windows that the bartender came nervously padding over.

"You uh... I hate to interrupt, but... are you Cadoc? Cadoc Flewwog?"

"I, uh... yeah, I am."

"God, I didn't think I'd ever get to see you again, I... uh... man, it's uh... I'm

Miles. Miles Manning. I was the uh..."

"Holy paws, I... heh, it's uh... it's good to see ya'." The fox recognized that scent right away, hesitating initially, but glad in many ways that this most fortuitous meeting was happening.

Yslim wasn't so sure. She knew who this was. She knew the connection between her boyfriend and the stranger, but held her tongue. As uncanny as it was to meet, Cadoc had to be left to deal with this.

The apologies for how Miles had been when he was a teenager went paw-in-paw with his hypnotic ability to dispense the most amazing cocktails and drafts.

"I wanted to impress my dad. The deadbeat!" Miles continued, settling another marvelous creation under Cadoc's keen nose. "But I'm studying high-altitude architecture. Kinda' wanna' still be like the other guys."

It wasn't as if Cadoc or Yslim weren't listening, it was just... well, paws above, their beverages were just... Well, there were no words or wags to describe these works of art.

Each was paw-crafted from the best liqueurs, wines, herbs, and fruits, crowned with sugars both melted and solid.



ATTACK ON ANTHROPOPOLIS CHEESYGABITE

And then there were the ones Miles pipetted in, to suspend them mid-drink. He created snacks too, adorned with caramelized insects and dragées in delicious bite-sized portions. It was difficult to believe they had come from the claws of and gone under the snout and across the taste buds of one so young and, quite frankly, so humble.

It was amazing, yet it didn't strike Miles as such. His patrons thought so, nudging each other as those huge, vicious black claws delicately spliced, cut, measured, and delivered such unreal drinks.

Sweets, sours, fruity, herby, spicy, alcoholic, or otherwise... he could do everything. But still he wasn't moved by the attention or the fact that what he did was at a level not seen or smelled anywhere else.

"I got this job to remind me that I should go further than this." The bat turned and leaned back against the bar, wings dusty and aching... you could just smell it. "It's beautiful up here, but it reminds me of all the possibilities I may be missin' out on."

"You may be home already, ya' know?!" Cadoc tilted his drink, bringing it to the deliciously soft light to marvel at the cocktail's swirling, galactic contents.

"You reckon so?" There was a slight blush in that barbat's dark muzzle, pinprick black-blue eyes squinting as he turned to face someone who once was under his cosh. That simple mechanism in blood and close-cut fur was as subtle as that raspberry-beetle and chili chocolate dessert cocktail he had on the menu.

"Sure, cos' I'm tellin' ya', these are awesome!"

"Heh, you always were the smart one!" Miles shook his head with a mixture of disbelief and happiness. "But... thank you."

"I'm serious." Cadoc put a paw across his. "These are super cool! If I were you, I'd stay put and make ya' mint right here."

Miles smiled at last. It felt good cos' he'd spent the last few years in a heavy, drawn-out mental locomotion that was on a

track to nowhere.

He soon heaved himself to stand up straight. "Well, uh... paws alive, I've gotta' get caught up, but... s'been real cool to see you."

"Same."

And as he padded away to tend to the next patron, Yslim whispered to her boyfriend. "I guess we fixed more than just us tonight."

"I don't hold grudges, Ys'." Cadoc killed-off his drink and passed his tail across the tablet to pay their bill.

"You're a better fox than I." She tilted her head in agreement, half off her stool in preparation to leave. "Well, I guess... if I were a fox that is."

"Heh, right?!"

As they got up and took each other's paws, Yslim looked kinda' disappointed.

"You wanna' head back down I guess."

"Nah, you know what..." Cadoc started with a sly smile. "Let's try out that glass box thing that hangs out over the edge of the building."

"Are... oh come on, are you serious?!" She laughed.

And it was now that Cadoc was dragging her, happy to be paw-in-paw with his girlfriend and trying new things; for them, for him, and for those around who dreamed of and wanted for things to get better.

Like Cadoc and Miles, the only hurdle they had to overcome was themselves. If you want it, go get it. No one else can want it like you.

In the great, majestic city of Anthropolis, a fox and a wolf were sitting at the bus stop. Waiting patiently for the morning bus.

The time was 6:55 AM, and people around them were just beginning to rise and shine. But these two? These two were... something special.

"Hey, Reynald?" the wolf asked the fox quietly, "Are... are we late? Are we early?"

"Ah... Wolfgang, Wolfgang, Wolfgang~. Always such a worrywart. The bus shouldn't take too long, as it only begins at 7 in the morning. They'll be around at 7:30."

"...We've been here since 6:30. You told me to make breakfast early for this and be here before the bus or I would be late for my first day on the job."

Reynald looked into Wolfgang's eyes... then looked down at his Smart Watch. Oh egad. Wolfgang was right.

"Okay, fair enough, but still. Better early than on time, as the bosses say."

"Tch. Not even sorry for wasting my time like that..."

Wolfgang rolled his eyes and sat down on the seat provided by Anthropolis' wonderful government. Pulling out a nice, clean black phone and opening social media to pass the time. Scroll, scroll, scroll... nothing interesting popped up on any of his social media feeds. Not even the graceful bird app could provide the bored wolf with some entertainment.

"Egad... is nothing really going on today?"

"Well, it is a Tuesday morning, so I'm not sure what you were expecting."

"Fair point but still. I know there's some residents around these

parts who are free on a Tuesday."

"It's best not to think too hard about it, Wolfgang, okay?"

"...fine."

The two canines went back into blissful silence, waiting patiently for the bus's arrival to take them to their workplace. By this point, many people had gotten out of their houses and were too waiting for the 7:15 bus.

That was until they all heard an incredibly loud rumble. A rumble that sounded almost too close for comfort.

"What was that?!" A concerned, feminine voice spoke up first. A tigress. Everyone else began clamoring in worry.

"No clue, but stay calm, everyone." Reynald ordered. "As a member of the Anthropolis Government, you will be safe in my presence!"

Another rumble.

Not even his status as a politician of goodwill was enough to bring comfort to the concerned citizens. Everyone began moving away in droves and leaving the bus stop towards their homes.

Stomp.

Stomp.

STOMP.

"Reynald...?"

"Yes, Wolfgang?"

"Are those giant footsteps I hear?"

Wolfgang lifted his head up at a snail's pace, afraid of what in tarnation he was about to see to connect the dots to the strange rumbling.

And then he saw it.

A big yellow raptor was stomping all over the great Anthropolis!

"GROOOOOOOOOAAAAAAAR!"

"AAAAAAH! It's a monster, Reynald!!"

The wolf immediately tackled Reynald to the ground and hugged him

close as the giant kaiju breathed in and then exhaled a large, powerful string of ice and fire to destroy Anthropolis' tallest, most beautiful skyscrapers before leading them straight towards the roads. Blocking any traffic from entering or exiting the danger zone.

"That's no ordinary monster, Wolfgang. It's a kaiju! A big one at that too! We need to get out of here! Now!"

Reynald lifted the wolf up and ran as fast as he could to shelter, which was a nearby house.

Helicopters of Anthropolis began surrounding the raptor kaiju en masse to try and take the threat down with their bullets. But it was no match for the monster's tough fur and feathers! The kaiju screeched loudly at the pilots specifically and grabbed a helicopter with its teeth, crushing it without mercy!

The beast then tossed the helicopter debris over towards another skyscraper, causing massive damage but otherwise stabilized. For now.

Meanwhile, in the small house-turned-kaiju-shelter, people were making phone calls to family members in Anthropolis, when a small little mouse ran up to Wolfgang's leg and shook it for the wolf's attention.

"Mister," the mouse boy softly spoke. "I'm hungry and there's nothing to eat in the house. Could you please get me something? Please, sir?"

"...I'll..." Wolfgang sighed, looking out at the window before looking back down at the wide, pleading eyes of the mouse.

He knew that it was dangerous to be outside at this time but he couldn't let a small child starve in the name of safety.

"I'll do it."

Without any hesitation, Wolfgang made a run for it.

"Mr. Lupin, what are you doing?!" Reynald shouted at the running wolf, making chase to bring him back into the shelter.

"I'm headed to the grocery store, Reynald! I'll be back with the food before the kaiju can notice me!"

Unfortunately for Wolfgang and Reynald, the raptor took notice of the tiny specks running in a hurry. After smacking away the last helicopter...

"Mr. Vulpes, RUN! It saw you!"

"It saw us, Wolfgang! US! Now hurry up and make a run for the grocery store!"

Will the two heroes be able to get to the grocery store before the kaiju can catch up? Will they be able to feed a house full of starving Anthropolis citizens?



ANTHROCON 2023 STAFF

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Motorola Booty Call
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nullFox()
nullreff
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ortofox
Paradox
PHOTONZ!
Rabbit
Ratchet
Raven1841
Razorirr
RetconCat
Simon Fox
TerkWolf
TimeSuppression
Valrejn
Virus
Zylos

Charity

Bossasaur
Koda Masters
Puzz
Ruah
Stormy *

Dealers Room

Blithe
CajunFox
Chiaroscuro

Kess
Neubauje
Rooth
The Witchiebun
Tyrrlin

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Blue Hasia
Fionnadh
Hawkpool
Kavaeric
Lionel Leupold
Luau The Deer
Nightdragon

Internet

Darkclaw

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Cryo Cyberwolf *
Dumbest of Dogs
Joshua Fairman

Nepal Plush
Salrus
Stolt

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Gelly
Grandma Kage
Loki
Mercury
Morgain Yarn Tiger
Ms Information
Mutter Butter
Rakedu
Sprocket
Yinzwolf

Photography

Warphammer

Programming

Arrow
Atemaru the Droogon



Attorney at Paw
bangaroo
Bennie
BGS
Boozy Badger
Cosmik *
Crux
DeadlyRose
Draggor
Fursuiter
Grm
Ianus J. Wolf
Icy/Accalia
Iggy
InterpreFur Bic
InterpreFur Lauren
JennyVonDoom
Karma
Kaze Velara
Milt
Mx Luca Renée Shoal
Newme
Pup Galen
Quotation Marks
Rhubarb

Rook Ruff
Ryuusin
Salem Wolf
Sharky
ShySkunkShaman
Sitherie
Sparf
SueDeer
Syaoran / Jessica
Toastyfox
Veyote
Yve

Public/Media Relations

Buddy Goodboy, Esq.
Father Harvest
Osee Koutávi

Public Safety

Aisufox
Augie Doodle
Backdraft
Clementine
Cobalt
Equus Silvermane

Fiddle the Lemur
Gabriel
Humphrey
Keys
Niki Kaos
NukaVonErr
Orion
Panzier
Sekhmet's Shadow
Sparkle
Sturmovik
Tahlmorra
TearinyCatala
Wendigo
Wovaka

Publications

CybertechFoxArt
Kijani
Moth Monarch

Registration

100% Butts, Ph.D *
Cheese Snek *
Crossbow
Gabi
Giza White Mage
Grrr
Inulupus IV

Kibble
Ko
Mama Snowie *
RANDORN
RebelSqurl *
Riesling
Spangler
Uncle Bourbon
Xacarith

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Chezne
Chittebengo
Faelan
IanKeith
Kofu
Tasia

VIP Relations

Fiend
Johann
Manick
Otokonoko Inu
Silaria
Swift Fox

**Assistant Directors*



DEALERS LIST & MAP

ART SHOW (Hall B)

Friday, June 30:

10a: Artist Check-In Begins

2p - 6p: Art Show Open to Bidders

8:30p - 10:30p: Artists & Dealers Reception
(by invitation only)

Saturday, July 1:

10a - 6p: Art Show Open to Bidders

6p: Mature Gallery Written Bidding Closes

11p: Mature Gallery Voice Auction Begins (317-318)

Sunday, July 2:

10a - 12p: General Gallery Open to Bidders

12p: General Gallery Written Bidding Closes

2p: General Gallery Voice Auction Begins (317-318)

2p - 5p: Sales, Artist Check-Out

DEALERS' ROOM (Hall A/B)

Friday, June 30:

12p - 6p (11:45a Supersponsor Admission)

Saturday, July 1:

10a - 6p (9:50a Supersponsor Admission)

Sunday, July 2:

10a - 4p (9:50a Supersponsor Admission)

ARTISTS' ALLEY/CON STORE (Hall B)

Friday, June 30: 12p - 6p

Saturday, July 1: 10a - 6p

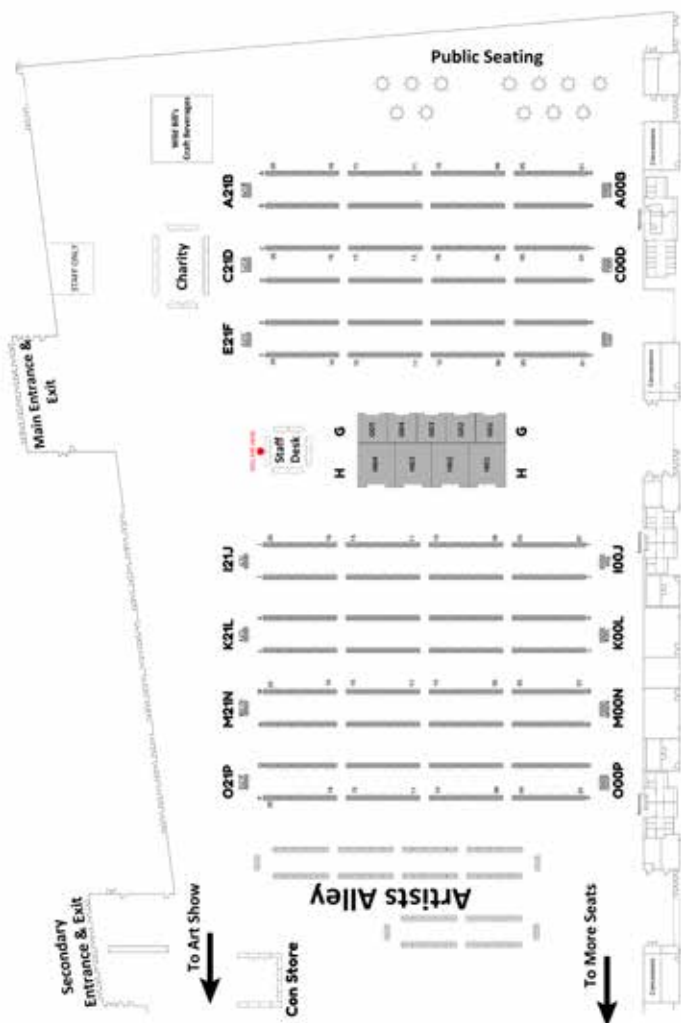
Sunday, July 2: 10a - 4p

The table below lists the dealers who are confirmed for the 2023 convention as of May 19th, 2023. Note that the table locations are denoted by a letter followed by a number (such as A15). This represents the row (A through P) and the table number in that row (1 through 25). Tables at the end of a row are listed by both row numbers and the table number (such as B00C or D21E).

TABLES MAY CHANGE BEFORE THE CONVENTION!

Dealer Name	Location
123 Kemono Cafe.....	K15
A True Blue Artist.....	I20
Alekivz.....	A06
Alison Johnstun Illustration.....	N14/N15
Alstro Arts.....	N06/N07A
Apricity Hats & Cosplay Wear.....	M11/M12
Aquabun.....	M16
AR.GI.BI. Creative Studio.....	F08/F09
Art of Goju.....	K00L
Art of Michele Light.....	O15
ArtSea Animal.....	J10
Arven - Panthera Comics.....	L11
B3Mascots.....	B03
BeastSoul.....	E01
Beef Jerky Guy.....	D15
Beleoci.....	B02
Berry Meat.....	K01
Bill Holbrook.....	O07
BlindCoyote.....	L19
Blue Canary Gallery.....	J15
Blue Harbor Creations, LLC.....	K19
Brana Rose Co.....	O19
Brian Reynolds.....	J14
Bubbly Sheep Creations.....	K17
Bunnies and Cream.....	N08/N09A
Business Wolf Studios.....	I04
CadmiumTea.....	I18
Cafe Beret.....	P15
CAMP HOWL.....	G02
Candy Coven.....	D07
Caramel Comics.....	B15
Caribou Ink.....	O12
Carpetshark Studio.....	I19
Cashmere Sky.....	L09/L10
Catmint Studios.....	M13
CCS Mascots.....	A08
Chakat Windshear's Wares.....	K04/K05
Changeling Tale.....	J13B
Cheer Creativity.....	N02
Chowfur.....	D16
Cinnamon Switch.....	J13A
Claire Crum.....	F19
Closet Geek LLC.....	O20/O21P/P20

Dealer Name	Location
CloverPuff.....	N03/N04/N05
Coey and Shy.....	F02/F03A
ConTact Soap and Scent Company....	F14/F15
Cooner Arts!.....	J12
CorgiBeans.....	E11/E12
Corgilope.....	J03
Corsets and Cogs.....	M01/M00N/N01
Corviforms.....	I15
CosmellCosplay.....	C02/C03
Coyotic Trouble.....	I09B/I10
Crazdude Art & Design.....	I08/I09A
Cross's Critters.....	D18
CrowParade.....	C19
Crunchy Frog.....	C10
Dancing Jackal Books.....	B17
DARK NATASHA.....	O14
DaSueDragon Designs.....	E20/E21F/F20
Dead Bomb Art.....	O01/O02
Deer Hudson Crafts.....	D08
Diana Stein.....	L18
Discordant Fox Designs.....	N11
DiZziNESS.....	F18
Doctor Gus Designs.....	M02/M03
Doemian Studios.....	K18
Doverspike Art.....	O03/O04
Dowidat Ceramics.....	J16
Dr.Wildlife.....	F10
Dragonmelde.....	J07
Dreamvision Creations.....	B08/B09/B10
Dusk Dreams.....	K13A
Eclectic Clay.....	D02
Eli Benik.....	B01
Elvenhouse Illustrations.....	D19
Emmacreatures.....	P01
Entropy's Arts.....	J06
Feather Critter.....	B04
Fenris Publishing, LLC.....	L06/L07/L08
FeretStudios.....	J18
Flinters' RudeRoo Design.....	D04B/D05
Floral Frolic.....	E13/E14
Foxfaer Studio.....	C20
FurPlanet Productions.....	A19/A20/A21B/B20/B19
Furry Flags & Inanimorphs.....	K07/K08/K09
Furry Logic LLC.....	SoP Ballroom
Furry Mystery Box.....	M19/M20/M21N/N19/N20
FurryDakimakura.....	L03/L04/L05
Furscience.....	Concourse
Fursona Pins.....	H04
FursuitGlasses.com.....	O00P
FursuitSupplies.com.....	H03
FuzzButt Fursuits.....	N16/N17/N18
GAB SHIBA.....	I05/I06A



Dealer Name	Location
Garden State Tait.....	A15
Gawki.....	L01/L02
Gay Breakfast.....	M14
Geeky Endeavors.....	E09/E10
Gerce.....	I16/I17
Gideon's Corral.....	J11
Glitz Fox Arts.....	J19/J20
Golden Druid.....	C15
Gre7g & Kyoh.....	B05
Haradoshin!.....	P09
Hare Coven.....	E00F
Heather Bruton Illustration.....	L17
HELLOCUTECUMBER.....	E18/E19
Hey, It's Zray!.....	M15
Hibiscus Stitch.....	K12
HighWireCats.....	C08B/C09
Hopeful Monster Studios.....	L15
Houndsaint.....	F01
HOWL OUT.....	E02/E03/E04/E05
HYENA AGENCY.....	H01
Icy Paw Productions.....	J08/J09
Inkmaven Art.....	K11
INKtiger.....	O10
Interlinked Jewelry.....	I21J
Ishaway.....	O16
Jarlidium Press.....	D03/D04A
JenKiwi.....	L13
JustaSuta Art + Design.....	E15
Kacey Miyagami.....	O09
Kadath.....	A17B
KayCat.....	A16
Kaylii.....	A17A
Kemono Cafe.....	K10
Kevlar Artworks.....	E08
Kyote Illustrations.....	J03
Lemonbrat Studio.....	M04/M05
Lindsey "Rhos" Burcar Art.....	C13/C14
Little Gryphon Bookstore.....	C04B/C05
Lizard Lamination & Embroidery.....	P14
M & T Comics and Cards.....	K02/K03
Mad Artist Paradise.....	C16
Madhouse Masks.....	B16

Dealer Name	Location
MadshyArts.....	B12
MajikCraft.....	J04/J05
Mango Island.....	P10
Mango Wolf Works.....	C06
Marci McAdam.....	O13
Mary Mouse's Certified Tags.....	A01
Mastergodai.....	K14
Melissa Mendelson Art.....	B13/B14
Mimosa Studio.....	M06
Moko's Makery.....	D13
Monster Cat Creations.....	P16
Moonkitty.....	O05
Moss.....	A11
Moth Monarch.....	C21D
MR. KITTYS.....	G01
My Arm Can Fly.....	J05
NeonSlushie.....	A03/A04A
Neurotic Sphynx.....	J06/J07
Nevaeh-lee.....	B11
Nightengale Needles, LLC.....	D11/D12
NightlineZ Art.....	I13
Novak & Smith LP.....	P19
Onnanoko.....	A12
Otherworldly Alchemist.....	F16
Pach Paints.....	J12
Painteddog.....	F17
Party Artie Costumes.....	E07
Paw to Press.....	K20/K21/L20
Pepper Coyote.....	P18
Pinfeathers.....	P02
Pinku's Crafty Cottage.....	E16/E17
Pirate Artisans.....	I12
Pixel Visions.....	L14
PookatdinoCrafts.....	N12
Portzebie.....	A13
Primordial Pals.....	A00B
Princess Rei.....	D17
Quailtea Goods.....	F05
RAIZAP by Chu.....	I06B/I07
Red Falcon.....	I02/I01/I00J/J01/J02
RedCoatCat.....	O08
Roamin' Bison Workshop.....	F03B/F04

Dealer Name	Location
Rukis.....	C01/C00D/D01
Rysingson Accessories.....	B18
Sandy Schreiber Art and Design.....	L16
Sanguine Games.....	P03
Sarahcat Fursuits.....	K16
Scrolling Fantasy.....	A07
Sewing With Whiskers.....	D20
ShinigamiGirl.....	O11
ShoNUFF-44.....	K13B
Show and Tail Creations.....	N09B/N10
Simple Nick's.....	I14
SixthLeafClover Studios.....	D09/D10
Skulldog Studio.....	O06
Sleeping Fox Art.....	P17
Sorbet Jungle LLC.....	G05
Space Cat Creations.....	A09/A10
Spainimation's Art and Fursuits.....	A02
STABLERCAKE ART + MERCH.....	F06/F07
Static Claws.....	C17/C18

Dealer Name	Location
Studio Cute:Wild @ Heart.....	A04B/A05
Sugar Bunny Shop.....	F11/F12/F13
Talenshi Illustration & Design.....	J17
Tani Da Real.....	J10
Teaberry Workshop.....	J11
The Art Of Nicole/Moto Yote.....	P11
The Dragon's Lair.....	H02
The Gneech/Suburban Jungle.....	A18
The Gryphon Generation.....	C07/C08A
The Traveling Chairman.....	N/A
Twokinds.....	A14
VinVulpis.....	E06
Voidcraft.....	M07
Warhorse Workshop - Soap Pony.....	B06/B07
Wayward Leather Design.....	P04/P05
Weasel Gear.....	G03
Whitethorn Games.....	M08/M09A
Zandra Illustration.....	N13
Zenophelion.....	P12



Cola Pup Arts

M CocaColaPup@gmail.com

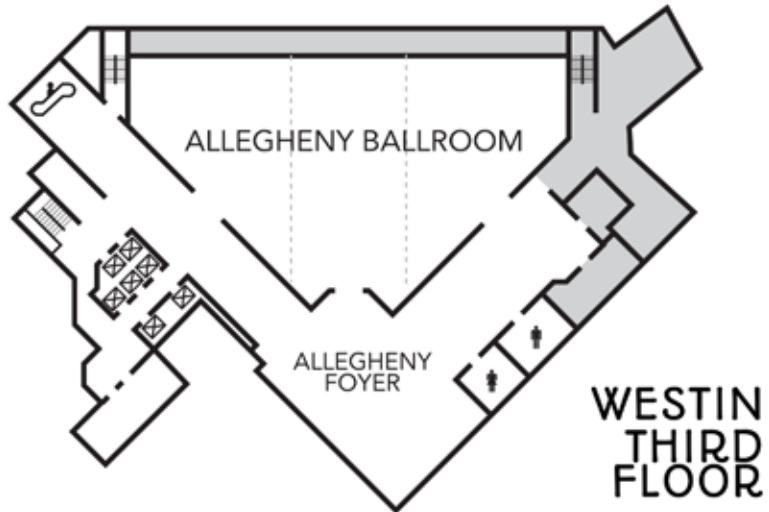
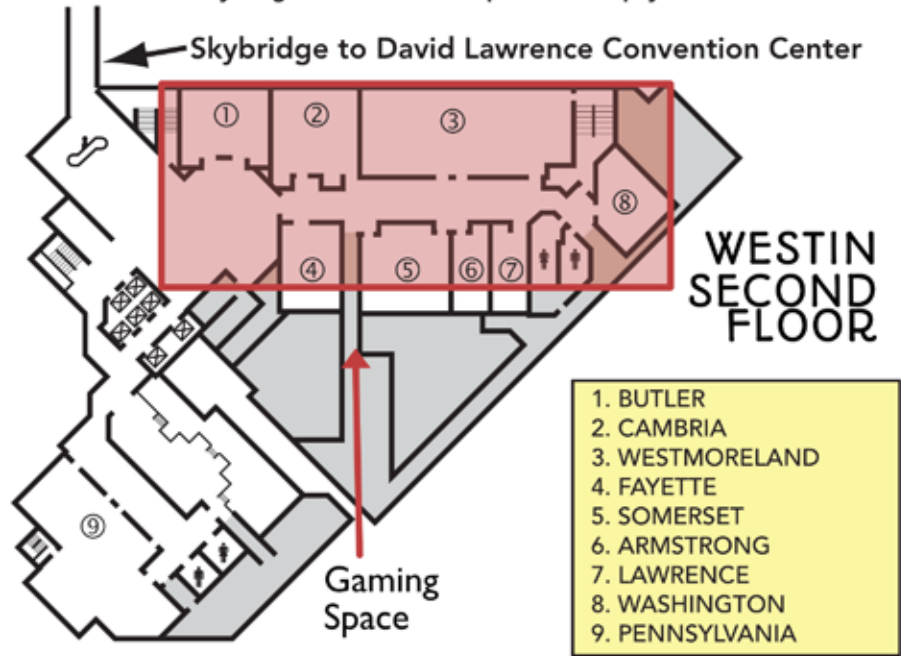
☎ *L1 PJ*#6969

🐾 @PJColaPup

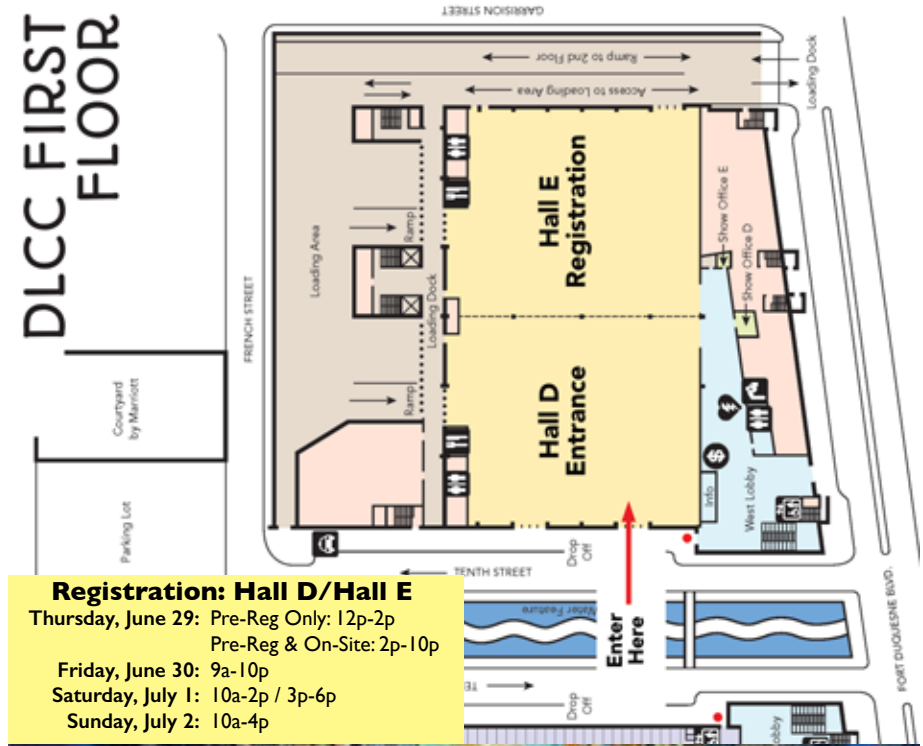


WESTIN

The skybridge stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, or Artists' Alley, please use the ground-level entrance to the Convention Center. **Please reserve the elevators in the Skybridge for fursuiters and persons with physical disabilities.**



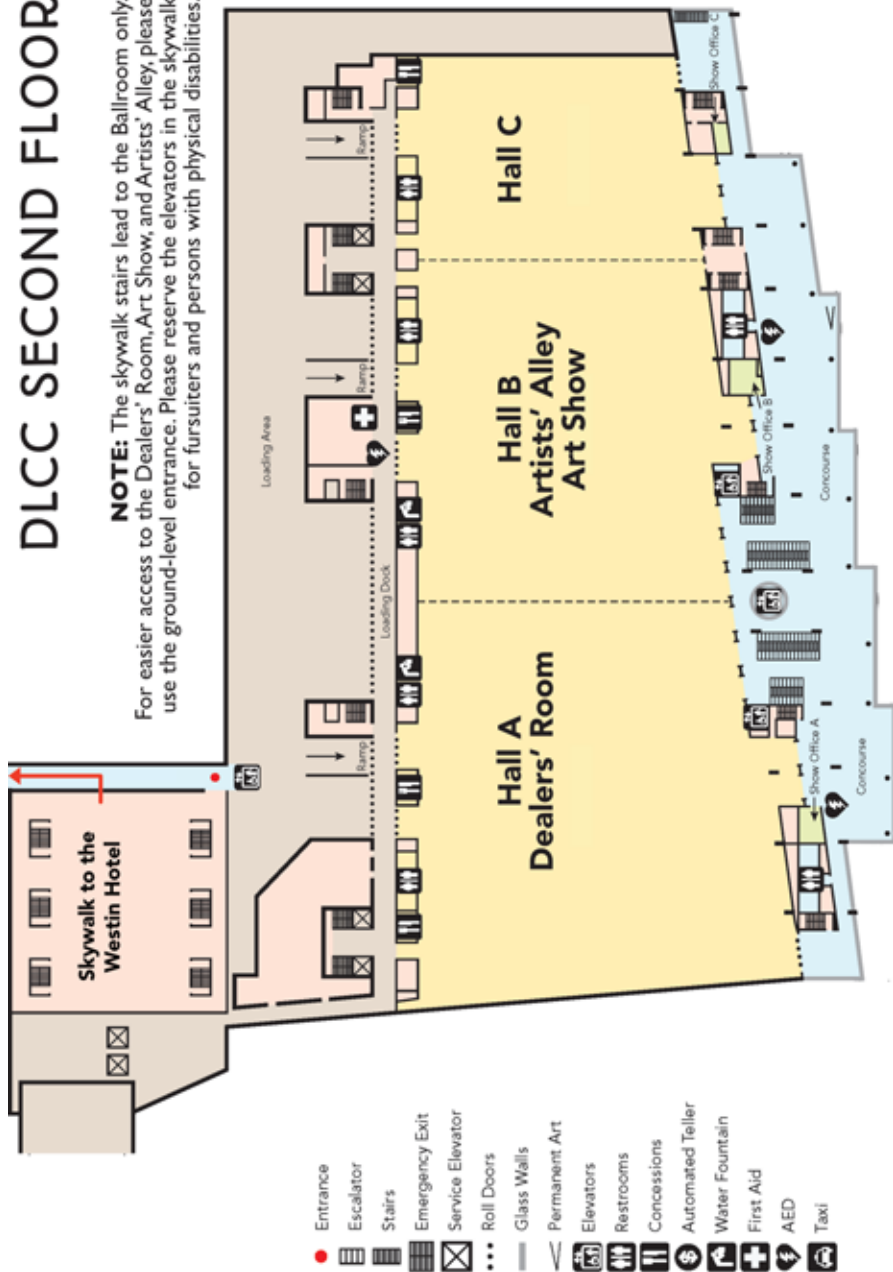
CONVENTION CENTER (1ST FL)



CONVENTION CENTER (2ND FL)

DLCC SECOND FLOOR

NOTE: The skywalk stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, and Artists' Alley, please use the ground-level entrance. Please reserve the elevators in the skywalk for fursuiters and persons with physical disabilities.



Dealers' Room

Thursday, June 29: Load-In Only
 Friday, June 30: 12p - 6p
 Saturday, July 1: 10a - 6p
 Sunday, July 2: 10a - 4p

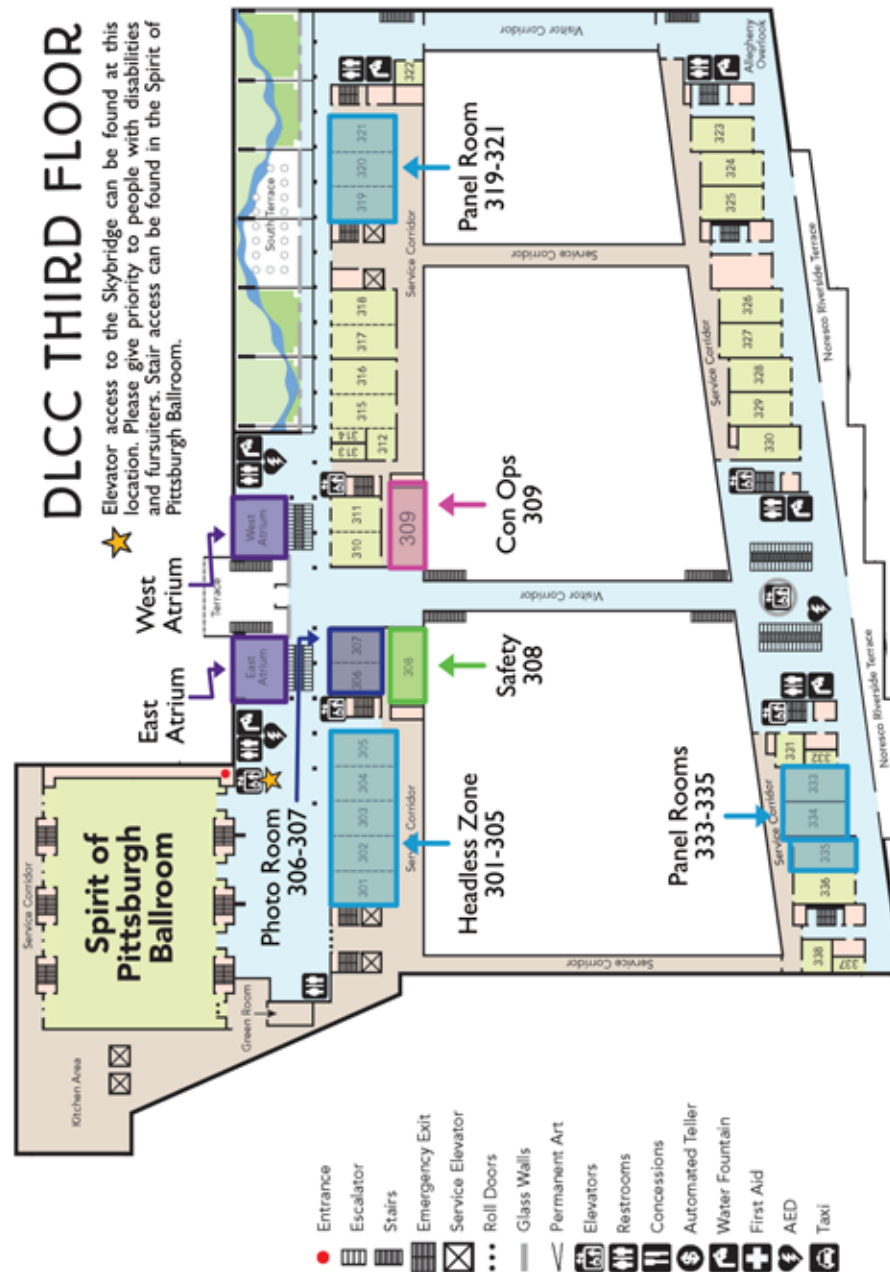
Artists Alley/Con Store

Friday, June 30: 12p - 6p
 Saturday, July 1: 10a - 6p
 Sunday, July 2: 10a - 4p

CONVENTION CENTER (3RD FL)

DLCC THIRD FLOOR

★ Elevator access to the Skybridge can be found at this location. Please give priority to people with disabilities and fursuiters. Stair access can be found in the Spirit of Pittsburgh Ballroom.



Con Ops
 DLCC 309
 Thu: 12p - 12a
 Fri: 9a - 12a
 Sat: 9a - 12a
 Sun: 9a - 6p

Safety
 DLCC 308
 Thu: 12p - 12a
 Fri: 9a - 12a
 Sat: 9a - 12a
 Sun: 9a - 6p

Photo Room
 DLCC 306-307
 Fri: 2p - 6p/8p - 12a
 Sat: 2p - 6p/8p - 12a
 Sun: 2p - 5p

Headless Zone
 DLCC 301-305
 Thu: 12p - 2a
 Fri: 9a - 2a
 Sat: 9a - 2a
 Sun: 9a - 6p

CONVENTION CENTER (4TH FL)

DLCC FOURTH FLOOR



Open Gaming
DLCC 408-412
 Video & Tabletop Gaming
 Thur: 12p - 2a
 Fri: 9a - 2a
 Sat: 9a - 2a
 Sun: 9a - 6p

Furry Logic Escape Room
DLCC 401-402
 Starts on the Hour
 Thur: 2p - 10p
 Fri: 11a - 10p
 Sat: 10a - 10p
 Sun: 10a - 4p

CHARITY INFO

Visit the Rabbit Wranglers Charity Table in the Dealers' Room!

Charity Table:

- **Rabbit Wranglers** has a table in the Dealers' Room where they will be accepting donations and have items for sale. They may even have friends for us to meet!
- **Raffle & Auction:** Alongside the Rabbit Wranglers display will be the Raffle and Auction tables, with tickets available for purchase from Rabbit Wranglers. Winning tickets will be posted on Sunday.



also finding ways to capture abandoned rabbits.

In recent years, they have been heartened to extend these services not only in Pennsylvania and adjacent states, West Virginia, New York and Ohio, but also all the way to New Jersey, Florida, Missouri, Texas and Nevada. In 2021, Rabbit Wranglers took an active role in preventing the progression of the deadly Rabbit Hemorrhagic Disease in our region by educating our community about the threat and initiated low-cost clinics for vaccination services.

Rabbit Wranglers is a Pittsburgh-based all-volunteer nonprofit organization. Their mission is to help abused, neglected and abandoned rabbits and educate the public to improve the lives of these companion animals.

Since its inception, Rabbit Wranglers' primary accomplishments include: rescuing abused, neglected and abandoned rabbits; assisting shelters with their high maintenance cases and overflow population; providing medical, hospice and behavior rabbits safe harbor and state of the art care; and finding them loving and permanent indoor homes. The organization has also been successful in educating the public about the unique nature and proper care of these intelligent companion animals. Additionally, Rabbit Wranglers has become a community resource by providing services or supplies that help negate the need for surrender, while



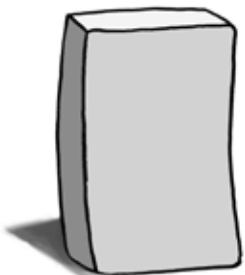


Pick up a cute Pittsburgh Bunny pin at the Rabbit Wranglers table in the Dealers' Room!

Available while supplies last and during Dealers' Room hours ONLY!
Pin by Fursona Pins.

Your new favourite webcomic:

SENTIENT SPONGE



"You'll never guess what it does tomorrow!"

SENTIENTSPONGE.COM

ART SHOW

ANTHROCON ART SHOW BIDDING RULES

The Anthrocon Art Show is an exhibit of original artworks of a science fiction, fantasy and/or "fannish" nature, especially relating to anthropomorphic animals. Here you will find for sale both flat (e.g. sketches and paintings) and 3-dimensional (e.g. sculpture and costumes) artwork created by professional and amateur artists.

To be a "bidder" (i.e. a prospective buyer of original artwork) you must:

1. Be a registered member of Anthrocon, as evidenced by your convention badge;
2. Obtain a bidder number at the Art Show table by filling out and signing a bidder information sheet, acknowledging that you agree to abide by these bidding rules.

If you wish to place "proxy" bids on behalf of someone not in attendance, please ask a crew member at the Art Show front table to see the Art Show Director.

Significant changes from previous versions of these rules are indicated in **bold type**.

Areas of the Art Show

There are two distinct areas of the Art Show:

1. **In the General Gallery**, you will see original artwork depicting subjects suitable for all ages to view. This will be open for silent (written) bidding during the day and early evening Friday and Saturday, and Sunday morning. If a piece receives enough written bids by noon Sunday, it will be sent to the general voice auction Sunday afternoon.
2. **The Mature Gallery** is set aside for the display of original artwork depicting mature subject matter, to be viewed only by Anthrocon attendees aged 18 and older. This will be open during the same

hours as the rest of the Art Show Friday and Saturday, and monitored to keep minors out. Pieces in this area which receive enough written bids by Saturday evening will be sent to a separate voice auction later Saturday evening.

Bidding

Each piece of artwork is tagged with a Bid Sheet which provides information about that piece, including its title, the medium, the name of the artist, and the minimum bid at which the artist is willing to sell the piece. If an artist does not wish to sell a given piece, it is listed as "NFS" (Not For Sale).

The Bid Sheet contains several lines where you may write down your name, bidder number, and the amount you wish to bid for that item. The amount of the bid must be in whole dollars, at least as much as the minimum bid specified by the artist, and larger than any preceding bid on the bid sheet. Write legibly on the next numbered bid line. If all the bid lines are filled, the piece will go to voice auction; please inform an Art Show crew member so that we may get it ready. *Do not cross out any previously written bids, including your own even if you make a mistake* — instead, please inform an Art Show crew member so we may fix the bid sheet so there are the correct number of empty bid lines.

You may not interfere with or intimidate someone who wants to outbid you. Allow them to place their bid, and then outbid them on the next bid line. If someone tries to keep you from placing a bid, seek assistance from an Art Show crew member. Anyone caught interfering with bidding will be asked to leave the Art Show, and their bidding privileges revoked.

Artists (or their associates) may not place bids on their own artwork

with the intent of bidding up the price unfairly, or to keep other bidders from purchasing a piece in order to retain it to sell elsewhere under more favorable circumstances. However, they are allowed to place “proxy” bids on behalf of a customer not in attendance after obtaining authorization by the Art Show Director to do so.

Written bidding for General Gallery artwork closes at noon Sunday. The Art Show will be cleared of all bidders at that time, as detailed below. Pieces with enough written bids (as shown on the bid sheet) will be placed in the voice auction, which begins Sunday at 2 pm; all other art will be sold to the person with the highest written bid, if any. At the voice auction, the art is open to further bids by other people. Therefore, you should attend the voice auction to defend your bids on pieces you still want to buy. If there are no voice bids, the art will be sold to the person with the highest written bid. Although there are “runners” showing off the auction pieces, this is for *identification*, not admiration. Please take the time to examine the artwork closely while the show is open for written bidding!

For pieces in the Mature Gallery, the procedure is similar, although the times are different. Written bidding ends Saturday at 6 pm. Artwork with enough written bids will be placed in a separate voice auction for mature artwork which begins at 11 pm Saturday, and runs similarly to the General Gallery voice auction, as noted above.

All artwork sold by written bid or in either voice auction will be available for pickup Sunday during sales hours, 2 to 5 pm. Artists have the option of setting a “Price After Closing.” If a piece has received no written bids by closing time, it may be available at the indicated price Sunday afternoon if the artist still wishes to sell it. If this

is the case, the blank bid line #1 will be circled in red. Fill in your name, bidder number, and the “Price After Closing” when collecting your artwork.

Be careful. When placing a written bid on items, assume that you will be the winning bidder on *all* of them. In this way, you will avoid having to pay for more art than you can afford to buy. If you have reached your limit for Art Show purchases, wait until you have lost an item to a higher bidder before bidding on another item. (*Keep in mind that we must collect 7% sales tax on purchases, so allow for this in your figuring.*) We provide handy Bidding Record forms so you can keep track of what you’ve bid on and where it’s located to make it easy for you to find again.

Also, return to the Art Show before closing (6 pm Saturday for mature artwork; noon Sunday for everything else) to check the bid sheets to see what items, if any, you have won by written bid and which items will be going to the voice auction. After closing, because the crew is busy getting ready for the auction, we cannot accommodate anyone who wants to check their bids at that time.

Be serious. Do not make a bid unless you mean it. A bid is a binding obligation to buy that art at that price.

If you are the winning bidder, you purchase only the physical possession of the artwork; the artist retains the copyright. If you wish to make copies of a piece you purchase, or utilize the art for a commercial purpose, you must negotiate for the right to do so with the artist, whose name and contact information are on the back of each piece or can be obtained from the Art Show Director. (*Please Note: Artists are provided with the names of those who have purchased their artwork. When signing up to bid, buyers may choose to allow us to share their contact info with*

artists on the sales report artists receive.)

Defending Your Bids

When the written bidding closes, crew members will form a “moving wall” starting at the back of a section and moving forward, closing bidding by artist (not by piece, not by panel, not by bay). The closeout path is shown on the Art Show map handout and poster. Closeout is done per artist in a bay: if there are three artists in a bay, there will be three closeouts in the bay; if one artist takes up the entire bay, the entire bay closes at once; and if an artist occupies more than one bay, each of their bays closes separately.

We move quickly, so when the “wall” gets to an artist you want to bid on, do your bidding *before* the auctioneer declares the artist “closed.” We will not close an artist while bidding is going on, but if there is no bidding, it will close quickly, so don’t be timid—if you want to bid, *bid!* We can’t wait for someone to make up their mind at the last second. We want you to get your chance to bid, but do it *quickly!*

You will be allowed to defend your bids, but you may not block anyone else from bidding on any piece—the auctioneer and Art Show crew will see that it doesn’t happen. If you are not actively guarding your bids, we ask that you clear the aisles at least 10 minutes before the show closes. There are a lot of people in the area, and we need to move them out as quickly as possible when closeout begins. If you are just having a conversation with someone, please take it outside the Art Show.

All this allows you to defend bids in more than one section. The Art Show crew follows close behind the “wall,” marking final bids to ensure that if you’re the last bid, you *are* the last bid. Once the “wall” passes a point, no one except Art Show crew are allowed

beyond it.

Sales

Art Show Sales will take place Sunday from 2 to 5 pm. (If you have an afternoon ride, flight, train or bus to catch, please ask *in advance* about early sales pickup.) At this time you must personally pick up and pay for all items of art you have won by written bid or voice auction. You must show your con badge for identification, and additional identification may be requested.

If you have items in the Mature Gallery, these pieces must be paid for and wrapped before you can take them out of the Mature Gallery.

Collect your art from the panels and tables. Keep the bid sheets attached to the artwork! If you have purchased more pieces than you can carry, or need access to a locked display case, ask for help from an Art Show crew member.

If you won an item at the voice auction, after the auction it will be returned to the panel on which it was originally displayed; if you can’t find it, it may still be in transit — please ask an Art Show crew member for assistance.

Go to a cashier, who will verify that you are the winning bidder, ring up your items, and take your payment. We accept cash, traveler’s checks, personal checks, credit cards (Visa, MasterCard, American Express, Discover), and debit cards (all major networks). ID may be requested at time of payment.

If you are buying items in both the General and Mature Galleries, collect your General Gallery items first, then your Mature Gallery items, and pay for all your items at one of the cashiers in the Mature Gallery. (After paying, mature artwork must be bagged or wrapped before you take it out of the Mature Gallery.)

You must pick up and pay for your own purchases, and show the

receipt to the entrance guard when you leave the Art Show (so keep it handy). All sales are final and all items are sold as-is; refunds will not be issued for items purchased in the Art Show for any reason.

Occasionally there are errors in tallying sales. We always pay the artist based on the final bid sheet price; if it turns out we under- or overcharged you, in the weeks following the con we will bill you or refund the difference.

Remember: You bid, you buy. Your bid is a binding obligation with Anthrocon and the artist for the purchase of the artwork if yours is the highest bid.

If you do not pick up your artwork and/or do not pay for it in full, we will contact you in the weeks after the convention and bill you for the price of the art plus packing and shipping costs (typically \$20-\$30 for those in the USA). You will be unable to receive

a membership badge to attend future Anthrocon conventions until you honor your payment obligation. Once you've paid, we will ship you the artwork if available. (After two years, unclaimed artwork may be donated to the Charity Raffle/Auction, or otherwise bestowed, but this does not discharge your obligation; we have already paid the artist, so you must reimburse us.) Until you pay, your real name and badge name may be posted publicly so that others may be wary of doing business with you.

If you do not pick up and pay for your artwork at the con more than once without good reason, you will not be allowed to participate in future Anthrocon Art Shows.

Checks which do not clear the bank will be assessed a service charge of at least \$30. Persons who present fraudulent checks, unauthorized credit cards or counterfeit money will be reported to the authorities.

Interested in the history of the Furry Fandom?

We are too! Check out our history project: Fang, Feather & Fin!

We plan to bring you monthly articles, comic reviews, interviews, and so much more!

Our archive project will launch this year, more info coming to the website soon!

www.fangfeatherandfin.com



Art - LordPolax